1. This system is illegal to play in ACBL and WBF events.
2. The primary purpose of this system is to be completely destructive.
3. You must open all hands 2 suited hands in the 0-10 HCP range (At least 4-4)
4. It is important to use bidding discretion; primary factor for making decisions (especially overcalls) should be made based on shape, and secondarily on HCPs.

**Summary of opening bids**

Pass = Forcing to 1♣ one of:
- Any 3334 hand
- 22+
- 16-21 Single suited hand
- 0-10 Single suited hand
1♣ = 0-10 or 16-21, Clubs & higher
1♦ = 0-10 or 16-21, Diamonds & higher
1♥ = 0-10 or 16-21, Majors
1♠ = 0-10 or 16-21, Spades
1NT = 11-15, Single suited relay to 2C
2♣ = 11-15, Clubs & higher
2♦ = 11-15, Diamonds & higher
2♥ = 11-15, Majors
2♠ = 11-15, Spades
2NT = 0-10, Single Suited relay to 3♣ (7 card suit)
Etc. i.e. 3♣ = Clubs & higher

**Various continuations after forcing Pass and NT openings**

P - 1♣ - 1♣ = 0-10, any 4333
- 1NT = 11-15, any 4333
- 2♣ = 16-17, any 4333

P - 1♣ - P - 2♣ = 22+

1NT - 2♣ - 2♣ = 18-19 balanced
1NT - 2♣ - 2NT = 20-21 balanced
2NT - 3♣ - 3♣ = 22-23 balanced
2NT - 3♣ - 3NT = 24-25 balanced
It is suggested to play transfers after the above bids.

### 3rd seat openings

<table>
<thead>
<tr>
<th>Bid</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1♣</td>
<td>0-14, any shape (No attractive pre-empt)</td>
</tr>
<tr>
<td>1♦</td>
<td>15-21, 4+ diamonds</td>
</tr>
<tr>
<td>1♥</td>
<td>15-21, 4+ hearts</td>
</tr>
<tr>
<td>1♠</td>
<td>15-21, 4+ spades</td>
</tr>
<tr>
<td>1NT</td>
<td>0-14, single suited, relay to 2C, 18-19 (rebid 2NT), 15-17 (rebid 2♠), 2♣ = 22+</td>
</tr>
<tr>
<td>2♦</td>
<td>0-14, Diamonds &amp; higher</td>
</tr>
<tr>
<td>2♥</td>
<td>0-14, Majors</td>
</tr>
<tr>
<td>2♠</td>
<td>0-14, Spades</td>
</tr>
<tr>
<td>2NT</td>
<td>20-21, balanced</td>
</tr>
</tbody>
</table>

* Note, opening 2NT in 3rd seat is no longer a relay to 3C, to show a single suited hand at the 3 level, you must open 1NT and rebid it over a 2♣ response.

### Direct Overcalls

<table>
<thead>
<tr>
<th>Bid</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1NT</td>
<td>Relay to 2♣ single suited hand</td>
</tr>
<tr>
<td>Clubs</td>
<td>Clubs + higher</td>
</tr>
<tr>
<td>Diamonds</td>
<td>Diamonds &amp; Major</td>
</tr>
<tr>
<td>Hearts</td>
<td>Majors</td>
</tr>
<tr>
<td>Spades</td>
<td>Spades</td>
</tr>
<tr>
<td>X</td>
<td>16+ HCPs</td>
</tr>
</tbody>
</table>

### A Few Exceptions

- (1C) - 2♠ = Diamonds & Spades
- (1H) - 2♦ = Diamonds & Spades
- (1H) - 2♥ = Spades & Clubs (stronger/more shape then 2C)
- (1♠ ) - 2♦ = Diamonds & hearts
- (1♠ ) - 2♥ = Clubs & hearts (stronger/more shape then 2D)
- (1NT) - X = Single suited hand

- Third seat overcalls are natural.
- With 0-10 and 5 clubs, start with a pass and pass 1♣ by partner
- With 16-21 point hands, open and then take another bid

### Responding
- Bidding a suit higher than opener’s suit is pass or correct.
- Bidding NT over any bid is at least invitational and forcing. If responder makes a bid other than their original opening suit, they are showing a hand which accepts the invitation.
- Any new suit by responder which is lower ranking than opener’s suit is forcing.
- All jumps are game forcing

**Constructive Rebids**

- Bidding over any NT response from partner (except 3NT) shows an invitational hand and is forcing.
- Reversing into your second suit accepts the invitation.
- Rebidding your suit shows a minimum.
- A further NT rebid by responder is a further invitation (If playing accepting bids they still apply) Eg. 1♦ – 1NT – 2♣ – 2NT – 3♥, shows a 7-8 hcp and longer hearts)

**Accepting Bids**

The idea with “Accepting Bids” is you can never have a natural bid of a lower suit than what you have opened.

After an opening bid of any number of diamonds, hearts or spades, and then a NT bid by responder, opener

1♦ - 1NT - 2♣ = Stronger – Longer diamonds with either major (bid 2♦ to find out which)
1♦ - 1NT - 2♦ = Minimum – Any shape still
1♦ - 1NT - 2♥ = Stronger – Longer hearts
1♥ - 1NT - 2♣ = Stronger – Longer spades
1♥ - 1NT - 2♦ = Stronger - Longer hearts
1♥ - 1NT - 2♠ = Stronger – Equal
1♥ - 1NT - 2♥ = Stronger – Longer hearts
1♥ - 1NT - 2♣ = Stronger – Longer spades
1♠ - 1NT - 2♣ = Stronger – 5 card suit
1♠ - 1NT - 2♦ = Stronger – 6 card suit
1♠ - 1NT - 2♥ = Stronger – 3 hearts natural